Sarsaparilla Springs

Background

Sarsaparilla Springs was founded in 1887 during a goldrush.

Stores for provisions, managing the wealth & crime that came alongside the gold, and ways to keep the prospectors entertained all popped up quickly.

But easy come, easy go. As the gold dried up, so did the town. But Archie I remained, as did his descendents.

By the 1920s the town went bankrupt, and was returned to the state. A ghost town where local legend says you could see a sad lantern hanging in a lonely window in the town for half a century to come.

From time to time, kids would play deputies and bandits in the town, and drink rootbeer, but it was always quite a trek to get out there.

By the early 80s, the state turned over a large swath of land to become a university. The overgrown train tracks in fact run right alongside what would become the Rec Center.

As the Rec Center flourished, a group of interested faculty and students formed the Rec Room Historical Society. In conjunction with the Rec Center Shop class, they repaired the old steam train (Rec Room Express) left rusted in a shed, and cleared the tracks back to Silver Springs.

Upon driving the train to Sarsaparilla Springs, they found Archibald the III (Archie) waiting to greet them. He'd heard tales from his parents of the tracks rumbling with the train and was so excited to have life flowing back into the town. Working together, the Rec Center Historical Society and Archibald set-up a fun space for students to reenact their goldrush era fantasies, creating Showdown.

Trivia

- Archibald "Archie" is the sole resident of the town, as well as its owner.
- The town may have been part of the gold rush, but ended up being more profitable as a root beer town (until it wasn't anymore)

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